

FIG. 1

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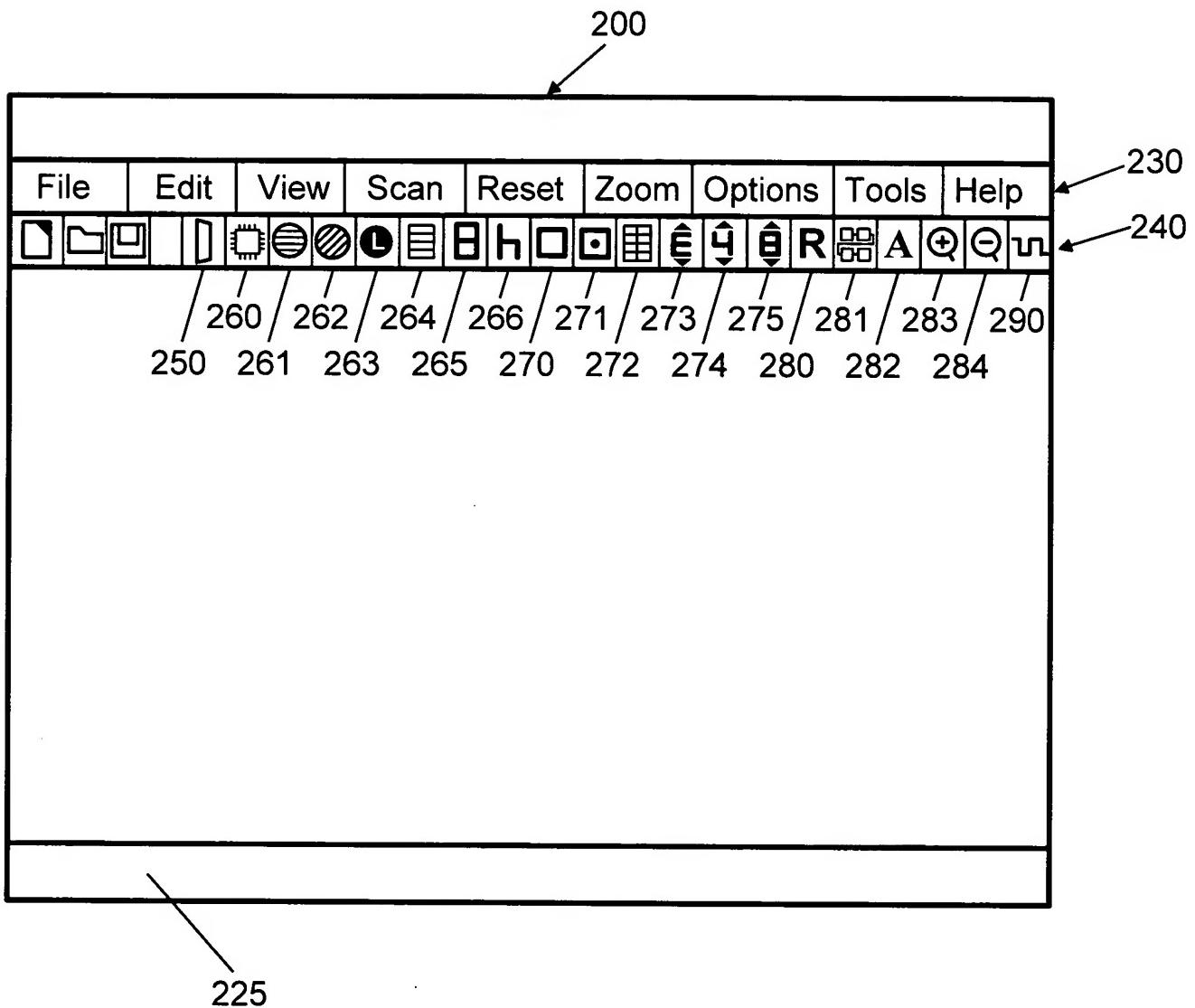


FIG. 2

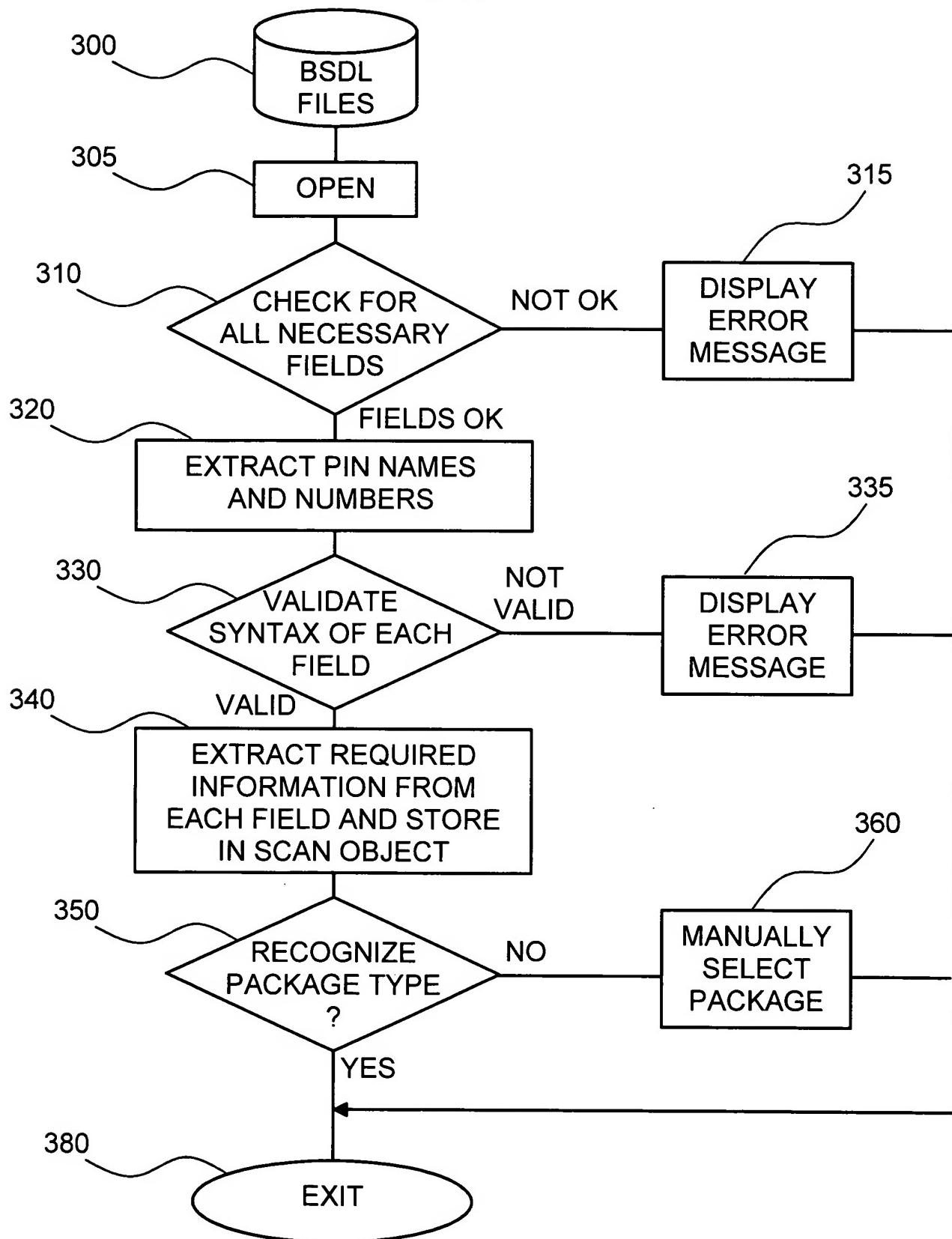


FIG. 3

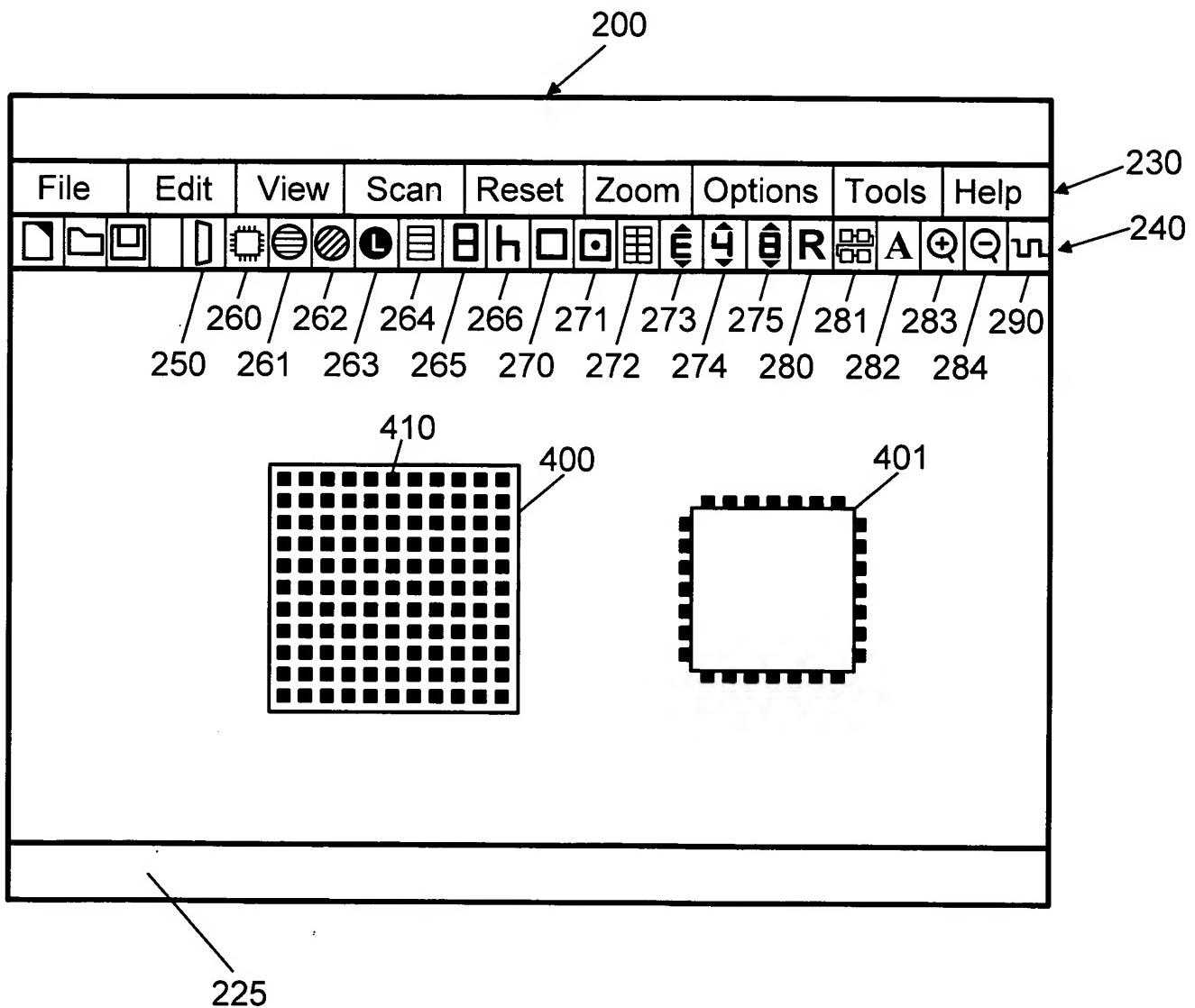


FIG. 4

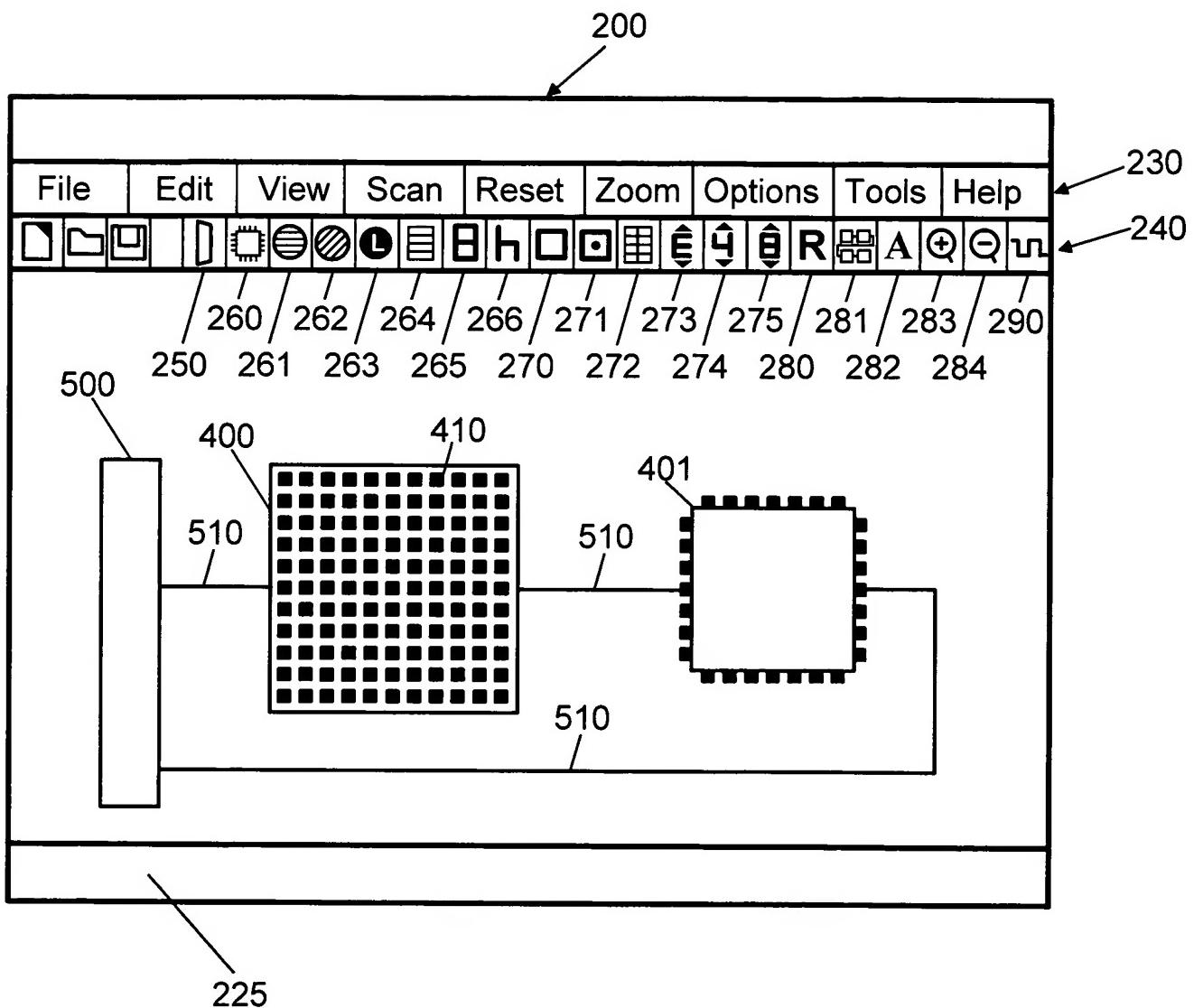


FIG. 5

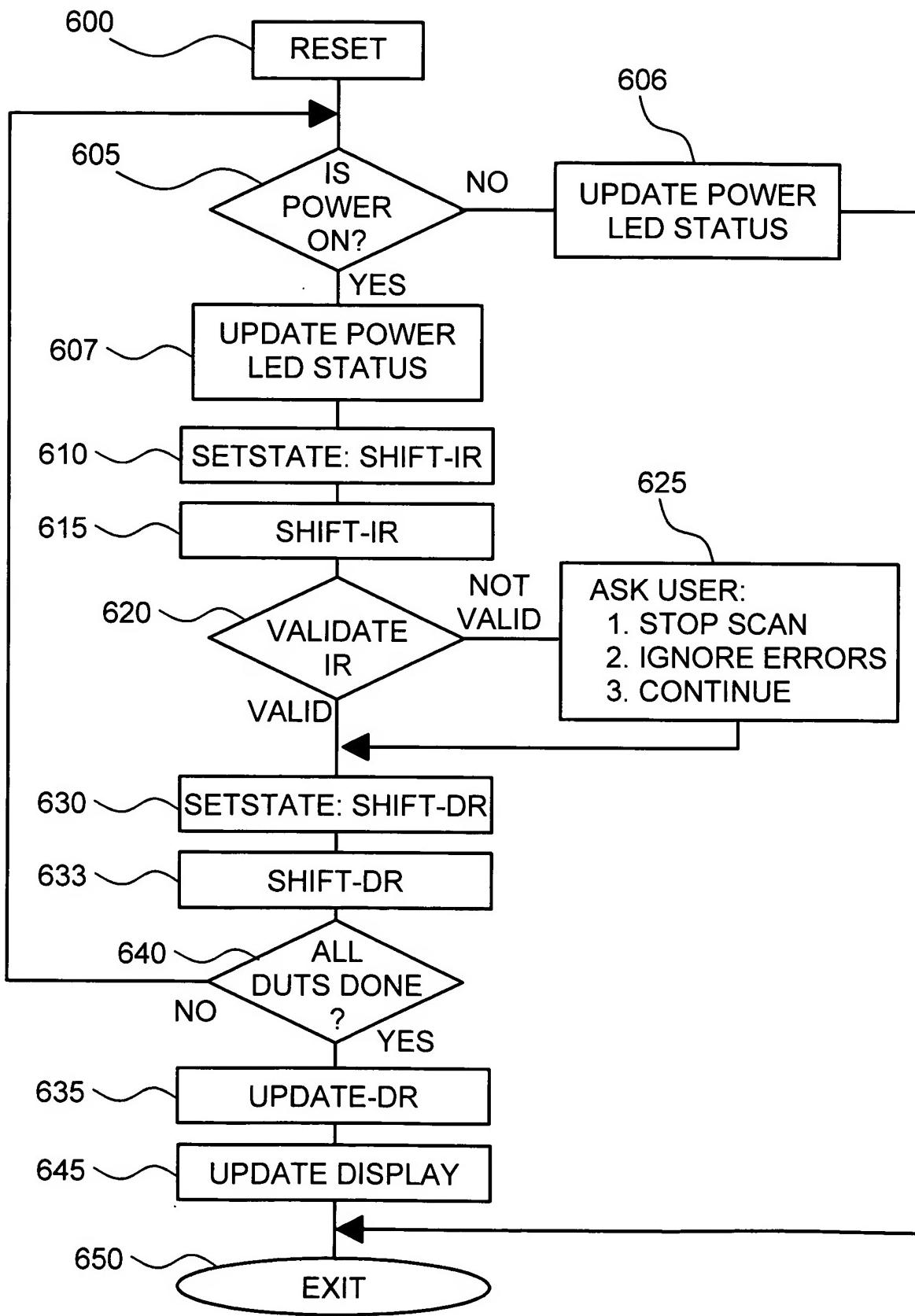
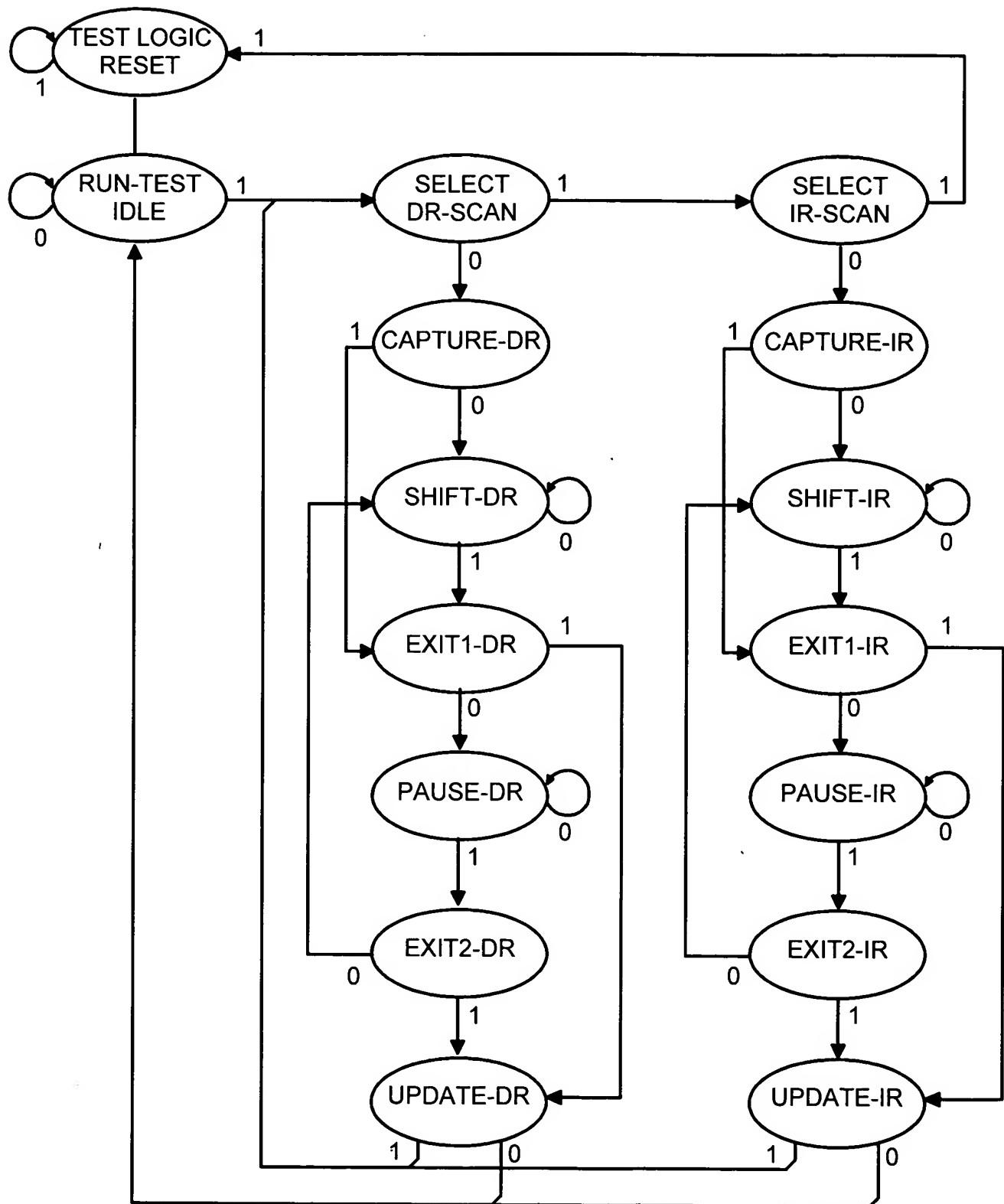


FIG. 6

(PRIOR ART)
FIG. 7

static int Reset_Reset[]	= { 1, -1 } ;
static int Reset_Idle[]	= { 0, -1 } ;
static int Reset_SelectDR[]	= { 0, 1, -1 } ;
static int Reset_CaptureDR[]	= { 0, 1, 0, -1 } ;
static int Reset_ShiftDR[]	= { 0, 1, 0, 0, -1 } ;
static int Reset_Exit1DR[]	= { 0, 1, 0, 1, -1 } ;
static int Reset_PauseDR[]	= { 0, 1, 0, 1, 0, -1 } ;
static int Reset_Exit2DR[]	= { 0, 1, 0, 1, 0, 1, -1 } ;
static int Reset_UpdateDR[]	= { 0, 1, 0, 1, 1, -1 } ;
static int Reset_SelectIR[]	= { 0, 1, 1, -1 } ;
static int Reset_CaptureIR[]	= { 0, 1, 1, 0, -1 } ;
static int Reset_ShiftIR[]	= { 0, 1, 1, 0, 0, -1 } ;
static int Reset_Exit1IR[]	= { 0, 1, 1, 0, 1, -1 } ;
static int Reset_PauseIR[]	= { 0, 1, 1, 0, 1, 0, -1 } ;
static int Reset_Exit2IR[]	= { 0, 1, 1, 0, 1, 0, 1, -1 } ;
static int Reset_UpdateIR[]	= { 0, 1, 1, 0, 1, 1, -1 } ;
static int Idle_Reset[]	= { 1, 1, 1, -1 } ;
static int Idle_Idle[]	= { 0, -1 } ;
static int Idle_SelectDR[]	= { 1, -1 } ;
static int Idle_CaptureDR[]	= { 1, 0, -1 } ;
static int Idle_ShiftDR[]	= { 1, 0, 0, -1 } ;
static int Idle_Exit1DR[]	= { 1, 0, 1, -1 } ;
static int Idle_PauseDR[]	= { 1, 0, 1, 0, -1 } ;
static int Idle_Exit2DR[]	= { 1, 0, 1, 0, 1, -1 } ;
static int Idle_UpdateDR[]	= { 1, 0, 1, 1, -1 } ;
static int Idle_SelectIR[]	= { 1, 1, -1 } ;
static int Idle_CaptureIR[]	= { 1, 1, 0, -1 } ;
static int Idle_ShiftIR[]	= { 1, 1, 0, 0, -1 } ;
static int Idle_Exit1IR[]	= { 1, 1, 0, 1, -1 } ;
static int Idle_PauseIR[]	= { 1, 1, 0, 1, 0, -1 } ;
static int Idle_Exit2IR[]	= { 1, 1, 0, 1, 0, 1, -1 } ;
static int Idle_UpdateIR[]	= { 1, 1, 0, 1, 1, -1 } ;

FIG. 8a

static int SelectDR_Reset[]	= { 1, 1, -1 } ;
static int SelectDR_Idle[]	= { 0, 1, 1, 0, -1 } ;
static int SelectDR_SelectDR[]	= { 0, 1, 1, 1, -1 } ;
static int SelectDR_CaptureDR[]	= { 0, -1 } ;
static int SelectDR_ShiftDR[]	= { 0, 0, -1 } ;
static int SelectDR_Exit1DR[]	= { 0, 1, -1 } ;
static int SelectDR_PauseDR[]	= { 0, 1, 0, -1 } ;
static int SelectDR_Exit2DR[]	= { 0, 1, 0, 1, -1 } ;
static int SelectDR_UpdateDR[]	= { 0, 1, 1, -1 } ;
static int SelectDR_SelectIR[]	= { 1, -1 } ;
static int SelectDR_CaptureIR[]	= { 1, 0, -1 } ;
static int SelectDR_ShiftIR[]	= { 1, 0, 0, -1 } ;
static int SelectDR_Exit1IR[]	= { 1, 0, 1, -1 } ;
static int SelectDR_PauseIR[]	= { 1, 0, 1, 0, -1 } ;
static int SelectDR_Exit2IR[]	= { 1, 0, 1, 0, 1, -1 } ;
static int SelectDR_UpdateIR[]	= { 1, 0, 1, 1, -1 } ;
static int CaptureDR_Reset[]	= { 1, 1, 1, 1, 1, -1 } ;
static int CaptureDR_Idle[]	= { 1, 1, 0, -1 } ;
static int CaptureDR_SelectDR[]	= { 1, 1, 1, -1 } ;
static int CaptureDR_CaptureDR[]	= { 1, 1, 1, 0, -1 } ;
static int CaptureDR_ShiftDR[]	= { 0, -1 } ;
static int CaptureDR_Exit1DR[]	= { 1, -1 } ;
static int CaptureDR_PauseDR[]	= { 1, 0, -1 } ;
static int CaptureDR_Exit2DR[]	= { 1, 0, 1, -1 } ;
static int CaptureDR_UpdateDR[]	= { 1, 1, -1 } ;
static int CaptureDR_SelectIR[]	= { 1, 1, 1, 1, -1 } ;
static int CaptureDR_CaptureIR[]	= { 1, 1, 1, 1, 0, -1 } ;
static int CaptureDR_ShiftIR[]	= { 1, 1, 1, 1, 0, 0, -1 } ;
static int CaptureDR_Exit1IR[]	= { 1, 1, 1, 1, 0, 1, -1 } ;
static int CaptureDR_PauseIR[]	= { 1, 1, 1, 1, 0, 1, 0, -1 } ;
static int CaptureDR_Exit2IR[]	= { 1, 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int CaptureDR_UpdateIR[]	= { 1, 1, 1, 1, 0, 1, 1, -1 } ;

FIG. 8b

static int ShiftDR_Reset[]	= { 1, 1, 1, 1, 1, -1 } ;
static int ShiftDR_Idle[]	= { 1, 1, 0, -1 } ;
static int ShiftDR_SelectDR[]	= { 1, 1, 1, -1 } ;
static int ShiftDR_CaptureDR[]	= { 1, 1, 1, 0, -1 } ;
static int ShiftDR_ShiftDR[]	= { 0, -1 } ;
static int ShiftDR_Exit1DR[]	= { 1, -1 } ;
static int ShiftDR_PauseDR[]	= { 1, 0, -1 } ;
static int ShiftDR_Exit2DR[]	= { 1, 0, 1, -1 } ;
static int ShiftDR_UpdateDR[]	= { 1, 1, -1 } ;
static int ShiftDR_SelectIR[]	= { 1, 1, 1, 1, -1 } ;
static int ShiftDR_CaptureIR[]	= { 1, 1, 1, 1, 0, -1 } ;
static int ShiftDR_ShiftIR[]	= { 1, 1, 1, 1, 0, 0, -1 } ;
static int ShiftDR_Exit1IR[]	= { 1, 1, 1, 1, 0, 1, -1 } ;
static int ShiftDR_PauseIR[]	= { 1, 1, 1, 1, 0, 1, 0, -1 } ;
static int ShiftDR_Exit2IR[]	= { 1, 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int ShiftDR_UpdateIR[]	= { 1, 1, 1, 1, 0, 1, 1, -1 } ;
static int Exit1DR_Reset[]	= { 1, 1, 1, 1, -1 } ;
static int Exit1DR_Idle[]	= { 1, 0, -1 } ;
static int Exit1DR_SelectDR[]	= { 1, 1, -1 } ;
static int Exit1DR_CaptureDR[]	= { 1, 1, 0, -1 } ;
static int Exit1DR_ShiftDR[]	= { 0, 1, 0, -1 } ;
static int Exit1DR_Exit1DR[]	= { 0, 1, 0, 1, -1 } ;
static int Exit1DR_PauseDR[]	= { 0, -1 } ;
static int Exit1DR_Exit2DR[]	= { 0, 1, -1 } ;
static int Exit1DR_UpdateDR[]	= { 1, -1 } ;
static int Exit1DR_SelectIR[]	= { 1, 1, 1, -1 } ;
static int Exit1DR_CaptureIR[]	= { 1, 1, 1, 0, -1 } ;
static int Exit1DR_ShiftIR[]	= { 1, 1, 1, 0, 0, -1 } ;
static int Exit1DR_Exit1IR[]	= { 1, 1, 1, 0, 1, -1 } ;
static int Exit1DR_PauseIR[]	= { 1, 1, 1, 0, 1, 0 } ;
static int Exit1DR_Exit2IR[]	= { 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int Exit1DR_UpdateIR[]	= { 1, 1, 1, 0, 1, 1, -1 } ;

FIG. 8c

static int PauseDR_Reset[]	= { 1, 1, 1, 1, 1, -1 } ;
static int PauseDR_Idle[]	= { 1, 1, 0, -1 } ;
static int PauseDR_SelectDR[]	= { 1, 1, 1, -1 } ;
static int PauseDR_CaptureDR[]	= { 1, 1, 1, 0, -1 } ;
static int PauseDR_ShiftDR[]	= { 1, 0, -1 } ;
static int PauseDR_Exit1DR[]	= { 1, 0, 1, -1 } ;
static int PauseDR_PauseDR[]	= { 0, -1 } ;
static int PauseDR_Exit2DR[]	= { 1, -1 } ;
static int PauseDR_UpdateDR[]	= { 1, 1, 1, 0, 1, 1, -1 } ;
static int PauseDR_SelectIR[]	= { 1, 1, 1, 1, -1 } ;
static int PauseDR_CaptureIR[]	= { 1, 1, 1, 1, 0, -1 } ;
static int PauseDR_ShiftIR[]	= { 1, 1, 1, 1, 0, 0, -1 } ;
static int PauseDR_Exit1IR[]	= { 1, 1, 1, 1, 0, 1, -1 } ;
static int PauseDR_PauseIR[]	= { 1, 1, 1, 1, 0, 1, 0, -1 } ;
static int PauseDR_Exit2IR[]	= { 1, 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int PauseDR_UpdateIR[]	= { 1, 1, 1, 1, 0, 1, 1, -1 } ;
static int Exit2DR_Reset[]	= { 1, 1, 1, 1, -1 } ;
static int Exit2DR_Idle[]	= { 1, 0, -1 } ;
static int Exit2DR_SelectDR[]	= { 1, 1, -1 } ;
static int Exit2DR_CaptureDR[]	= { 1, 1, 0, -1 } ;
static int Exit2DR_ShiftDR[]	= { 0, -1 } ;
static int Exit2DR_Exit1DR[]	= { 0, 1, -1 } ;
static int Exit2DR_PauseDR[]	= { 0, 1, 0, -1 } ;
static int Exit2DR_Exit2DR[]	= { 0, 1, 0, 1, -1 } ;
static int Exit2DR_UpdateDR[]	= { 1, 1, 0, 1, 1, -1 } ;
static int Exit2DR_SelectIR[]	= { 1, 1, 1, -1 } ;
static int Exit2DR_CaptureIR[]	= { 1, 1, 1, 0, -1 } ;
static int Exit2DR_ShiftIR[]	= { 1, 1, 1, 0, 0, -1 } ;
static int Exit2DR_Exit1IR[]	= { 1, 1, 1, 0, 1, -1 } ;
static int Exit2DR_PauseIR[]	= { 1, 1, 1, 0, 1, 0, -1 } ;
static int Exit2DR_Exit2IR[]	= { 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int Exit2DR_UpdateIR[]	= { 1, 1, 1, 0, 1, 1, -1 } ;

FIG. 8d

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static int UpdateDR_Reset[]	= { 1, 1, 1, -1 } ;
static int UpdateDR_Idle[]	= { 0, -1 } ;
static int UpdateDR_SelectDR[]	= { 1, -1 } ;
static int UpdateDR_CaptureDR[]	= { 1, 0, -1 } ;
static int UpdateDR_ShiftDR[]	= { 1, 0, 0, -1 } ;
static int UpdateDR_Exit1DR[]	= { 1, 0, 1, -1 } ;
static int UpdateDR_PauseDR[]	= { 1, 0, 1, 0, -1 } ;
static int UpdateDR_Exit2DR[]	= { 1, 0, 1, 0, 1, -1 } ;
static int UpdateDR_UpdateDR[]	= { 1, 0, 1, 1, -1 } ;
static int UpdateDR_SelectIR[]	= { 1, 1, -1 } ;
static int UpdateDR_CaptureIR[]	= { 1, 1, 0, -1 } ;
static int UpdateDR_ShiftIR[]	= { 1, 1, 0, 0, -1 } ;
static int UpdateDR_Exit1IR[]	= { 1, 1, 0, 1, -1 } ;
static int UpdateDR_PauseIR[]	= { 1, 1, 0, 1, 0, -1 } ;
static int UpdateDR_Exit2IR[]	= { 1, 1, 0, 1, 0, 1, -1 } ;
static int UpdateDR_UpdateIR[]	= { 1, 1, 0, 1, 1, -1 } ;
static int SelectIR_Reset[]	= { 1, -1 } ;
static int SelectIR_Idle[]	= { 0, 1, 1, 0, -1 } ;
static int SelectIR_SelectDR[]	= { 0, 1, 1, 1, -1 } ;
static int SelectIR_CaptureDR[]	= { 0, 1, 1, 1, 0, -1 } ;
static int SelectIR_ShiftDR[]	= { 0, 1, 1, 1, 0, 0, -1 } ;
static int SelectIR_Exit1DR[]	= { 0, 1, 1, 1, 0, 1, -1 } ;
static int SelectIR_PauseDR[]	= { 0, 1, 1, 1, 0, 1, 0, -1 } ;
static int SelectIR_Exit2DR[]	= { 0, 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int SelectIR_UpdateDR[]	= { 0, 1, 1, 1, 0, 1, 1, -1 } ;
static int SelectIR_SelectIR[]	= { 0, 1, 1, 1, 1, -1 } ;
static int SelectIR_CaptureIR[]	= { 0, 1, 1, 1, 1, 0, -1 } ;
static int SelectIR_ShiftIR[]	= { 0, 1, 1, 1, 1, 0, 0, -1 } ;
static int SelectIR_Exit1IR[]	= { 0, 1, 1, 1, 1, 0, 1, -1 } ;
static int SelectIR_PauseIR[]	= { 0, 1, 1, 1, 1, 0, 1, 0, -1 } ;
static int SelectIR_Exit2IR[]	= { 0, 1, 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int SelectIR_UpdateIR[]	= { 0, 1, 1, 1, 1, 0, 1, 1, -1 } ;

FIG. 8e

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static int CaptureIR_Reset[] = { 1, 1, 1, 1, 1, -1 } ;
static int CaptureIR_Idle[] = { 1, 1, 0, -1 } ;
static int CaptureIR_SelectDR[] = { 1, 1, 1, -1 } ;
static int CaptureIR_CaptureDR[] = { 1, 1, 1, 0, -1 } ;
static int CaptureIR_ShiftDR[] = { 1, 1, 1, 0, 0, -1 } ;
static int CaptureIR_Exit1DR[] = { 1, 1, 1, 0, 1, -1 } ;
static int CaptureIR_PauseDR[] = { 1, 1, 1, 0, 1, 0, -1 } ;
static int CaptureIR_Exit2DR[] = { 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int CaptureIR_UpdateDR[] = { 1, 1, 1, 0, 1, 1, -1 } ;
static int CaptureIR_SelectIR[] = { 1, 1, 1, 1, -1 } ;
static int CaptureIR_CaptureIR[] = { 1, 1, 1, 1, 0, -1 } ;
static int CaptureIR_ShiftIR[] = { 1, 1, 1, 1, 0, 0, -1 } ;
static int CaptureIR_Exit1IR[] = { 1, 1, 1, 1, 0, 1, -1 } ;
static int CaptureIR_PauseIR[] = { 1, 1, 1, 1, 0, 1, 0, -1 } ;
static int CaptureIR_Exit2IR[] = { 1, 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int CaptureIR_UpdateIR[] = { 1, 1, 1, 1, 0, 1, 1, -1 } ;

static int ShiftIR_Reset[] = { 1, 1, 1, 1, 1, -1 } ;
static int ShiftIR_Idle[] = { 1, 1, 0, -1 } ;
static int ShiftIR_SelectDR[] = { 1, 1, 1, -1 } ;
static int ShiftIR_CaptureDR[] = { 1, 1, 1, 0, -1 } ;
static int ShiftIR_ShiftDR[] = { 1, 1, 1, 0, 0, -1 } ;
static int ShiftIR_Exit1DR[] = { 1, 1, 1, 0, 1, -1 } ;
static int ShiftIR_PauseDR[] = { 1, 1, 1, 0, 1, 0, -1 } ;
static int ShiftIR_Exit2DR[] = { 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int ShiftIR_UpdateDR[] = { 1, 1, 1, 0, 1, 1, -1 } ;
static int ShiftIR_SelectIR[] = { 1, 1, 1, 1, -1 } ;
static int ShiftIR_CaptureIR[] = { 1, 1, 1, 1, 0, -1 } ;
static int ShiftIR_ShiftIR[] = { 0, -1 } ;
static int ShiftIR_Exit1IR[] = { 1, -1 } ;
static int ShiftIR_PauseIR[] = { 1, 0, -1 } ;
static int ShiftIR_Exit2IR[] = { 1, 0, 1, -1 } ;
static int ShiftIR_UpdateIR[] = { 1, 1, 1, 1, 0, 1, 1, -1 } ;

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static int Exit1IR_Reset[]	= { 1, 1, 1, 1, -1 } ;
static int Exit1IR_Idle[]	= { 1, 0, -1 } ;
static int Exit1IR_SelectDR[]	= { 1, 1, -1 } ;
static int Exit1IR_CaptureDR[]	= { 1, 1, 0, -1 } ;
static int Exit1IR_ShiftDR[]	= { 1, 1, 0, 0, -1 } ;
static int Exit1IR_Exit1DR[]	= { 1, 1, 0, 1, -1 } ;
static int Exit1IR_PauseDR[]	= { 1, 1, 0, 1, 0, -1 } ;
static int Exit1IR_Exit2DR[]	= { 1, 1, 0, 1, 0, 1, -1 } ;
static int Exit1IR_UpdateDR[]	= { 1, 1, 0, 1, 1, -1 } ;
static int Exit1IR_SelectIR[]	= { 1, 1, 1, -1 } ;
static int Exit1IR_CaptureIR[]	= { 1, 1, 1, 0, -1 } ;
static int Exit1IR_ShiftIR[]	= { 0, 1, 0, -1 } ;
static int Exit1IR_Exit1IR[]	= { 0, 1, 0, 1, -1 } ;
static int Exit1IR_PauseIR[]	= { 0, -1 } ;
static int Exit1IR_Exit2IR[]	= { 0, 1, -1 } ;
static int Exit1IR_UpdateIR[]	= { 1, -1 } ;
static int PauseIR_Reset[]	= { 1, 1, 1, 1, 1, -1 } ;
static int PauseIR_Idle[]	= { 1, 1, 0, -1 } ;
static int PauseIR_SelectDR[]	= { 1, 1, 1, -1 } ;
static int PauseIR_CaptureDR[]	= { 1, 1, 1, 0, -1 } ;
static int PauseIR_ShiftDR[]	= { 1, 1, 1, 0, 0, -1 } ;
static int PauseIR_Exit1DR[]	= { 1, 1, 1, 0, 1, -1 } ;
static int PauseIR_PauseDR[]	= { 1, 1, 1, 0, 1, 0, -1 } ;
static int PauseIR_Exit2DR[]	= { 1, 1, 1, 0, 1, 0, 1, -1 } ;
static int PauseIR_UpdateDR[]	= { 1, 1, 1, 0, 1, 1, -1 } ;
static int PauseIR_SelectIR[]	= { 1, 1, 1, 1, -1 } ;
static int PauseIR_CaptureIR[]	= { 1, 1, 1, 1, 0, -1 } ;
static int PauseIR_ShiftIR[]	= { 1, 0, -1 } ;
static int PauseIR_Exit1IR[]	= { 1, 0, 1, -1 } ;
static int PauseIR_PauseIR[]	= { 0, -1 } ;
static int PauseIR_Exit2IR[]	= { 1, -1 } ;
static int PauseIR_UpdateIR[]	= { 1, 1, -1 } ;

static int Exit2IR_Reset[]	= { 1, 1, 1, 1, -1 } ;
static int Exit2IR_Idle[]	= { 1, 0, -1 } ;
static int Exit2IR_SelectDR[]	= { 1, 1, -1 } ;
static int Exit2IR_CaptureDR[]	= { 1, 1, 0, -1 } ;
static int Exit2IR_ShiftDR[]	= { 1, 1, 0, 0, -1 } ;
static int Exit2IR_Exit1DR[]	= { 1, 1, 0, 1, -1 } ;
static int Exit2IR_PauseDR[]	= { 1, 1, 0, 1, 0, -1 } ;
static int Exit2IR_Exit2DR[]	= { 1, 1, 0, 1, 0, 1, -1 } ;
static int Exit2IR_UpdateDR[]	= { 1, 1, 0, 1, 1, -1 } ;
static int Exit2IR_SelectIR[]	= { 1, 1, 1, -1 } ;
static int Exit2IR_CaptureIR[]	= { 1, 1, 1, 0, -1 } ;
static int Exit2IR_ShiftIR[]	= { 0, -1 } ;
static int Exit2IR_Exit1IR[]	= { 0, 1, -1 } ;
static int Exit2IR_PauseIR[]	= { 0, 1, 0, -1 } ;
static int Exit2IR_Exit2IR[]	= { 0, 1, 0, 1, -1 } ;
static int Exit2IR_UpdateIR[]	= { 1, -1 } ;
static int UpdateIR_Reset[]	= { 1, 1, 1, -1 } ;
static int UpdateIR_Idle[]	= { 0, -1 } ;
static int UpdateIR_SelectDR[]	= { 1, -1 } ;
static int UpdateIR_CaptureDR[]	= { 1, 0, -1 } ;
static int UpdateIR_ShiftDR[]	= { 1, 0, 0, -1 } ;
static int UpdateIR_Exit1DR[]	= { 1, 0, 1, -1 } ;
static int UpdateIR_PauseDR[]	= { 1, 0, 1, 0 } ;
static int UpdateIR_Exit2DR[]	= { 1, 0, 1, 0, 1, -1 } ;
static int UpdateIR_UpdateDR[]	= { 1, 0, 1, 1, -1 } ;
static int UpdateIR_SelectIR[]	= { 1, 1, -1 } ;
static int UpdateIR_CaptureIR[]	= { 1, 1, 0, -1 } ;
static int UpdateIR_ShiftIR[]	= { 1, 1, 0, 0, -1 } ;
static int UpdateIR_Exit1IR[]	= { 1, 1, 0, 1, -1 } ;
static int UpdateIR_PauseIR[]	= { 1, 1, 0, 1, 0, -1 } ;
static int UpdateIR_Exit2IR[]	= { 1, 1, 0, 1, 0, 1, -1 } ;
static int UpdateIR_UpdateIR[]	= { 1, 1, 0, 1, 1, -1 } ;

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PRINTED DOCUMENT

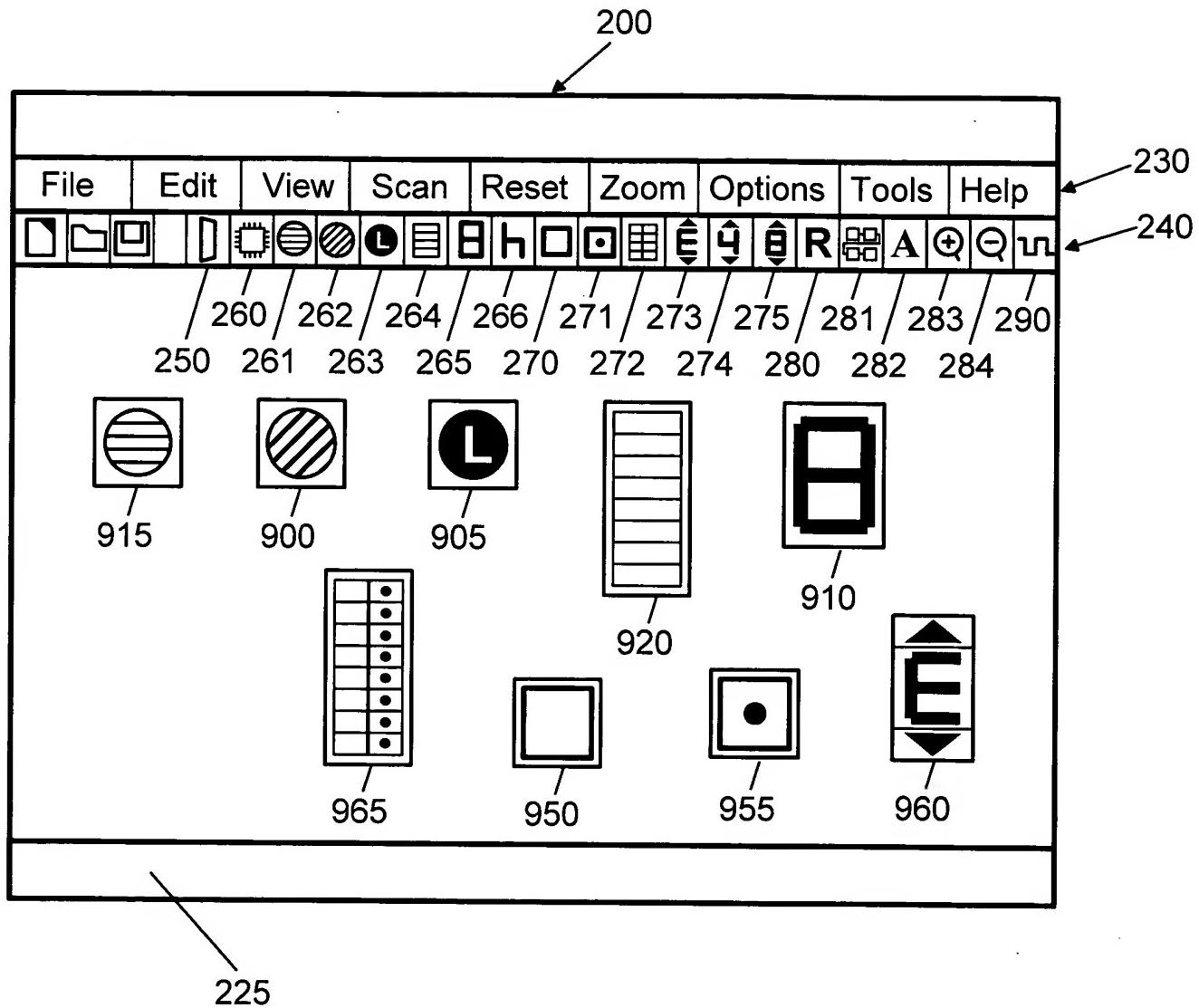


FIG. 9